



**STAR
WARS**



Hit Points

80

Defense

18

Attack

+11

Damage

20



Special Abilities

Unique

Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 3

Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Commander Effect

Adjacent trooper followers gain +2 Attack.

**STAR
WARS**

**AERIAL CLONE TROOPER
CAPTAIN**



**STAR
WARS**



**AERIAL CLONE TROOPER
CAPTAIN**

23

Hit Points

40

Defense

14

Attack

+10

Damage

20

Special Abilities

Flight (Ignores enemy characters, low obstacles, and pits when moving)

Spotter 20 (If this character combines fire against a target within 6 squares, the attacker gets +20 Damage against that target)

Order 66

Commander Effect

At the end of this character's turn, 1 non-Unique follower within 6 squares may make an immediate attack.



**STAR
WARS**


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WARS**

Hit Points
70
Defense
18
Attack
+8
Damage
20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Impulsive Sweep (If a Unique allied character is defeated, this character can immediately attack each adjacent enemy once)

Melee Attack (Can attack only adjacent enemies)

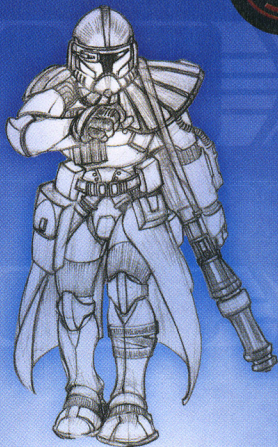
Force Powers

Force 4

Lightsaber Precision (Force 1: This character gets +10 Damage on his next attack)

Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)


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Hit Points

40

Defense

16

Attack

+10

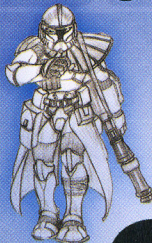
Damage

20

Special Abilities

Order 66

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)



**STAR
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Hit Points

60

Defense

17

Attack

+8

Damage

10

Special Abilities

Unique

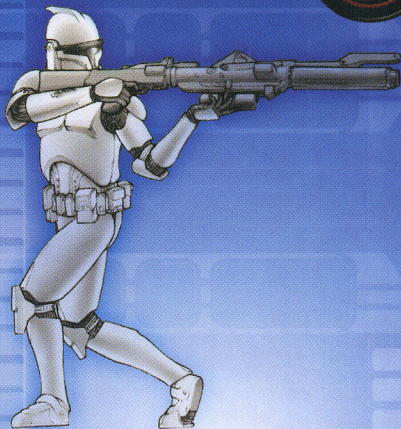
Bodyguard (If an adjacent ally would take damage from an attack, this character can take the damage instead)

Commander Effect

Allied Naboo Soldiers gain **Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead)


**STAR
WARS**

CLONE TROOPER



STAR WARS



CLONE TROOPER

9

Hit Points

10

Defense

13

Attack

+6

Damage

20

Special Abilities
Order 66



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CLONE TROOPER



STAR WARS



CLONE TROOPER

9

Hit Points

10

Defense

13

Attack

+6

Damage

20

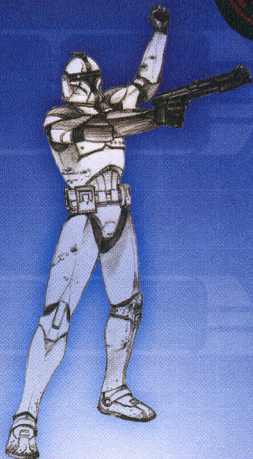
Special Abilities
Order 66



STAR WARS

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**CLONE TROOPER
COMMANDER**



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**CLONE TROOPER
COMMANDER**

13

Hit Points

30

Defense

14

Attack

+10

Damage

10

Special Abilities

Order 66

Commander Effect

Trooper followers within 6 squares get
+3 Attack if they do not move this turn.



**STAR
WARS**

**CLONE TROOPER
GRENADIER**



**STAR
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**CLONE TROOPER
GRENADIER**

9

Hit Points

10

Defense

13

Attack

+6

Damage

10

Special Abilities

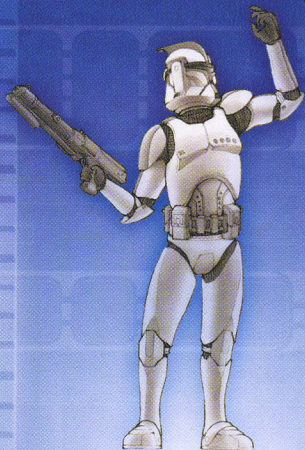
Grenades 10 (Replaces attacks; range 6;
10 damage to target and to each character
adjacent to that target; save 11)
Order 66



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**CLONE TROOPER
SERGEANT**



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**CLONE TROOPER
SERGEANT**

10

Hit Points

20

Defense

14

Attack

+10

Damage

10

Special Abilities

Order 66

Commander Effect

Trooper followers within 6 squares score critical hits on attack rolls of natural 19 or 20.



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STAR
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Hit Points

120

Defense

19

Attack

+13

Damage

20

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 4

Lightsaber Block (Force I: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Deflect (Force I: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Recovery 20 (Force I, replaces turn: Remove 20 damage from this character)



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Hit Points

100

Defense

19

Attack

+14

Damage

20



Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 5

Heal 20 (Force 2, replaces attacks: touch; remove 20 damage from a non-Droid character)

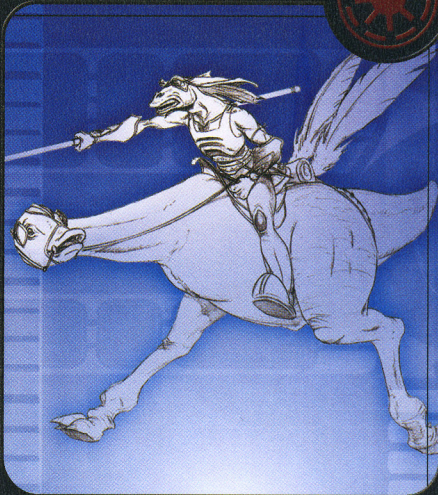
Lightsaber Deflect (Force 1: When hit by a nonmelee attack, this character takes no damage with a save of 11)

Commander Effect

Followers can move 2 extra squares on their turns as part of their move.

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WARS

**GUNGAN CAVALRY
ON KAADU**



**STAR
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**GUNGAN CAVALRY
ON KAADU**

18

Hit Points

50

Defense

15

Attack

+4

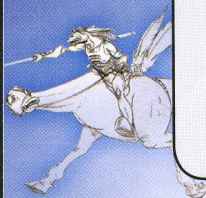
Damage

10

Special Abilities

Galloping Attack (As this character moves, he can attack each adjacent enemy and gets +4 Attack; this turn, this character cannot attack any enemy twice and cannot move directly back into a space he has just left)

Melee Attack (Can attack only adjacent enemies)



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Hit Points

30

Defense

14

Attack

+4

Damage

10

Special Abilities

Grenades 10 (Replaces attacks: range 6; 10 damage to target and to each character adjacent to that target; save 11)

Melee Attack (Can attack only adjacent enemies)



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Hit Points

40

Defense

15

Attack

+6

Damage

20

Special Abilities

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 2

Lightsaber Sweep (Force 1, replaces attacks: This character can attack each adjacent enemy once)



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Hit Points

90

Defense

18

Attack

+10

Damage

20

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 3

Anticipation (Force 1: Reroll initiative once per round)

Commander Effect

At the end of this character's turn, you may activate 1 adjacent follower who has not yet activated this round. This does not count as one of your 2 activations this phase.



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Hit Points

120

Defense

20

Attack

+13

Damage

20

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 4

Lightsaber Precision (Force I: This character gets +10 Damage on his next attack)

Lightsaber Sweep (Force I, replaces attacks: This character can attack each adjacent enemy once)

Commander Effect

Non-Unique followers within 6 squares get +4 Attack against wounded enemies.



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Hit Points

100

Defense

18

Attack

+12

Damage

20

Special Abilities

Unique

Double Attack (On her turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Force Powers

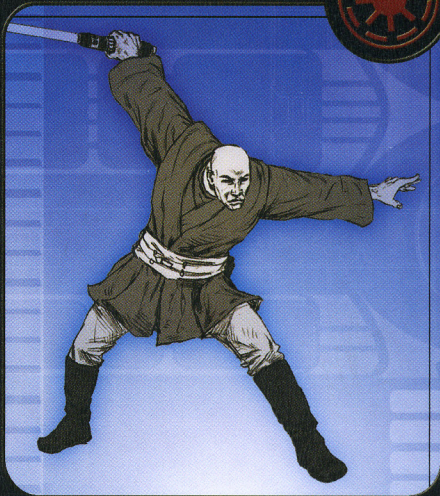
Force 3

Lightsaber Sweep (Force 1, replaces attacks: This character can attack each adjacent enemy once)

Master Speed (Force 1: This character can move 6 extra squares on her turn as part of her move)



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Hit Points

150

Defense

22

Attack

+16

Damage

20

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Vaapad-Style Fighting (Scores a critical hit on an attack roll of natural 18, 19, or 20)

Force Powers

Force 5

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Precision (Force 1: This character gets +10 Damage on his next attack)



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Hit Points

10

Defense

13

Attack

+3

Damage

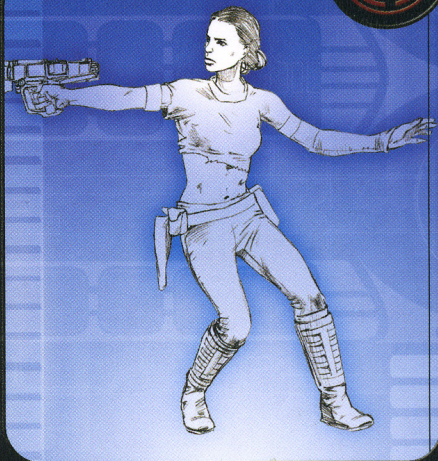
10

Special Abilities

Sniper (Other characters do not provide cover against this character's attack)



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Hit Points

60

Defense

17

Attack

+9

Damage

10

Special Abilities

Unique

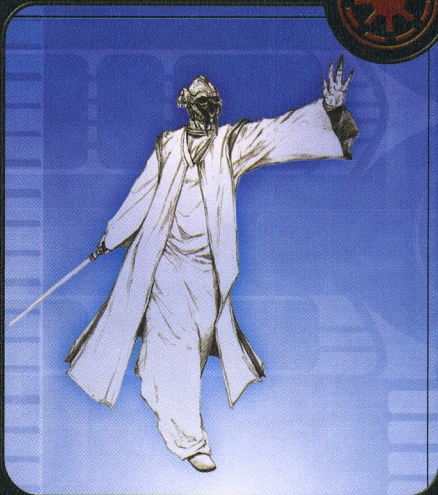
Double Attack (On her turn, this character can make 1 extra attack instead of moving)

Commander Effect

Adjacent followers gain **Bodyguard** (If an adjacent ally would take damage from an attack, this character can take the damage instead)



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Hit Points

110

Defense

19

Attack

+13

Damage

20

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 4

Force Strike (Force 1, replaces attacks: range 6, 30 damage to 1 enemy Droid)

Lightsaber Precision (Force 1: This character gets +10 Damage on his next attack)



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Hit Points

110

Defense

20

Attack

+15

Damage

20

Special Abilities

Unique

Melee Attack (Can attack only adjacent enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Force Powers

Force 5

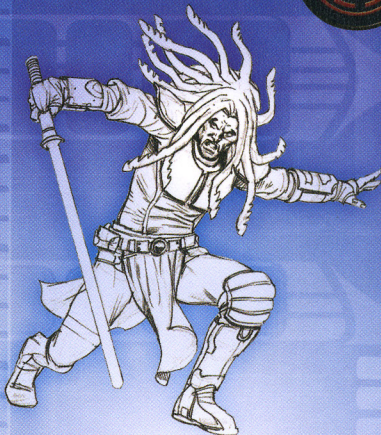
Force Absorb (Force 2: Cancel a Force power used by an adjacent character)

Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Surprise Move (Force 1: Once per round, after initiative is determined, this character can immediately move up to 6 squares before any other character activates)



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Hit Points

100

Defense

18

Attack

+13

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Impulsive Savagery (If a Unique allied character is defeated, for the remainder of the skirmish this character has **Savage** [This character must end his move next to an enemy if he can and does not benefit from commander effects])

Melee Attack (Can attack only adjacent enemies)

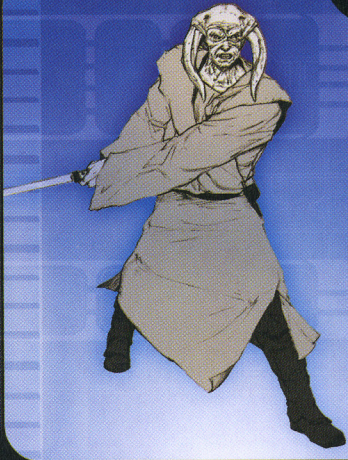


Force Powers

Force 3

Lightsaber Sweep (Force 1, replaces attacks: This character can attack each adjacent enemy once)

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Hit Points
100
Defense
20
Attack
+13
Damage
20
Special Abilities
Unique
Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)

Melee Attack (Can attack only adjacent enemies)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

Force Powers
Force 2
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

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Hit Points

140

Defense

22

Attack

+15

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Flurry Attack (When this character scores a critical hit, he may make 1 immediate extra attack)

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 3

Force Defense (Force 3: Cancel a Force power used by a character within 6 squares)

Force Renewal I (This character gets Force 1 each time he activates)

Lightsaber Reflect (Force 2: When hit by a nonmelee attack, this character takes no damage with a save of 11 and the attacker takes 10 damage, save 11)

Master of the Force 3 (May spend Force points up to 3 times in a single turn)

Commander Effect

Followers within 6 squares may reroll each failed save once.



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Hit Points

100

Defense

20

Attack

+12

Damage

20

Special Abilities

Unique

Double Attack (On her turn, this character can make 1 extra attack instead of moving)

Loner (+4 Attack if no allies are within 6 squares)

Melee Attack (Can attack only adjacent enemies)

Force Powers

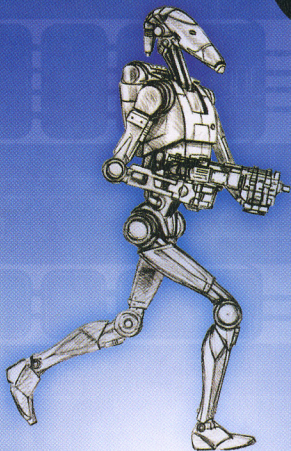
Force 2

Lightsaber Riposte (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

Commander Effect

Followers within 6 squares score critical hits on attack rolls of natural 19 or 20.


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Hit Points

10

Defense

9

Attack

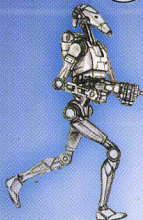
+0

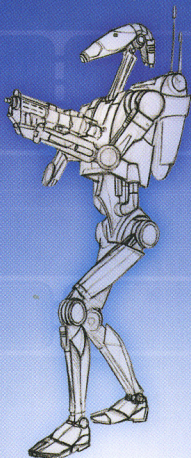
Damage

10

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

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BATTLE DROID**STAR
WARS**
TM**BATTLE DROID**

4

Hit Points

10

Defense

9

Attack

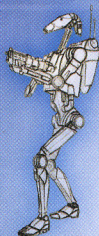
+0

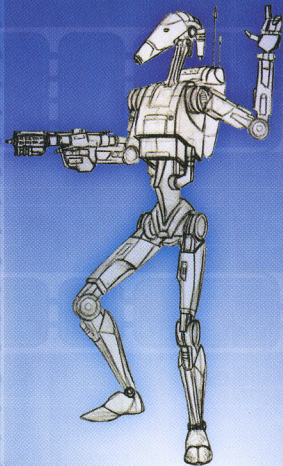
Damage

10

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

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TM



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WARS**



Hit Points

10

Defense

9

Attack

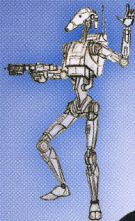
+0

Damage

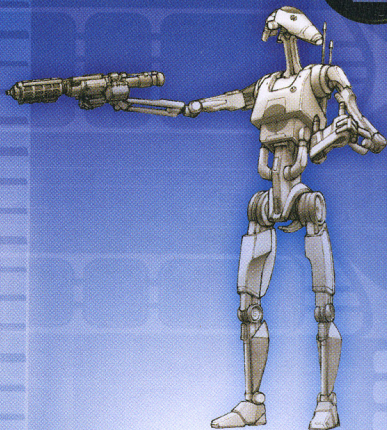
10

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

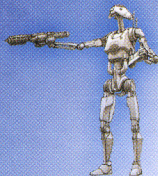


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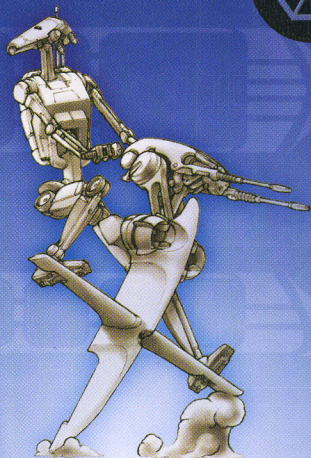
BATTLE DROID OFFICER**STAR
WARS™****BATTLE DROID OFFICER****9****Hit Points****20****Defense****13****Attack****+0****Damage****10****Special Abilities**

Droid (Immune to critical hits; not subject to commander effects)

Fire Control (Non-Unique Droid allies get +4 Attack)

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**BATTLE DROID
ON STAP**



**STAR
WARS**



**BATTLE DROID
ON STAP**

16

Hit Points

10

Defense

10

Attack

+1

Damage

30

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Flight (Ignores enemy characters, low obstacles, and pits when moving)

Strafe Attack (As this character moves, it can attack each enemy whose space it enters; this turn, this character cannot attack any enemy twice and cannot move directly back into a space it has just left)



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Hit Points

130

Defense

21

Attack

+16

Damage

20

Special Abilities

Unique

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Lightsaber Duelist (+4 Defense when attacked by an adjacent character with a Force rating)

Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 5

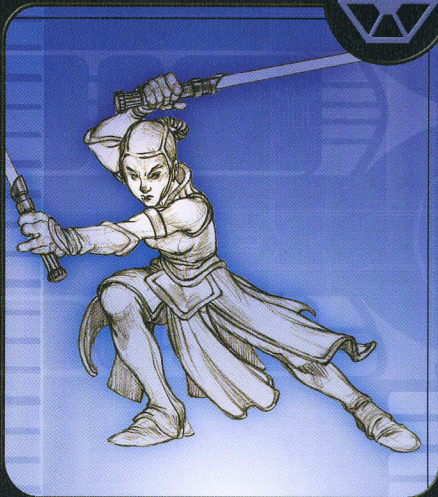
Lightsaber Block (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)

Lightsaber Precision (Force 1: This character gets +10 Damage on his next attack)

Sith Lightning 30 (Force 2, replaces attacks: range 6; 30 damage to 1 target enemy)



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Hit Points

50

Defense

17

Attack

+5

Damage

20

Special Abilities

Double Attack (On her turn, this character can make 1 extra attack instead of moving)
Melee Attack (Can attack only adjacent enemies)

Force Powers

Force 2


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Hit Points

140

Defense

21

Attack

+14

Damage

20

Special Abilities

Unique

Deadly Attack (Scores a critical hit on an attack roll of natural 19 or 20)

Melee Attack (Can attack only adjacent enemies)

Rolling Cleave (Once per turn, if this character defeats an adjacent enemy by making an attack, he can immediately move 1 square and then make 1 attack against another adjacent enemy without provoking an attack of opportunity)

Triple Attack (On his turn, this character can make 2 extra attacks instead of moving)

Force Powers

Force 3

Sith Rage (Force 1: This character gets +10 Damage on all his attacks this turn)



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Hit Points

130

Defense

19

Attack

+0

Damage

0

Special Abilities

Unique

Dark Master (At the start of the skirmish, choose a Unique allied character. That character may spend Darth Sidious's Force points as if they were its own)

Force Powers

Force 2

Force Renewal I (This character gets Force 1 each time he activates)

Pawn of the Dark Side (Force 1, replaces attacks: sight; 1 non-Unique allied character takes an immediate turn, which does not count as one of your 2 activations this phase; at the end of that turn, it takes 10 damage)

Sith Lightning 30 (Force 2, replaces attacks: range 6; 30 damage to 1 target enemy)

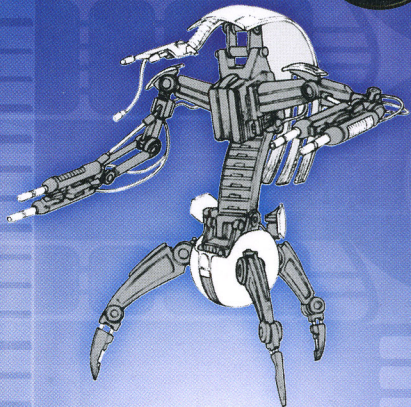
Commander Effect

Each non-Unique follower within 6 squares who scores a critical hit may make an immediate extra attack.



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DESTROYER DROID



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DESTROYER DROID

30

Hit Points

40

Defense

16

Attack

+8

Damage

20

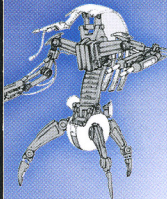
Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

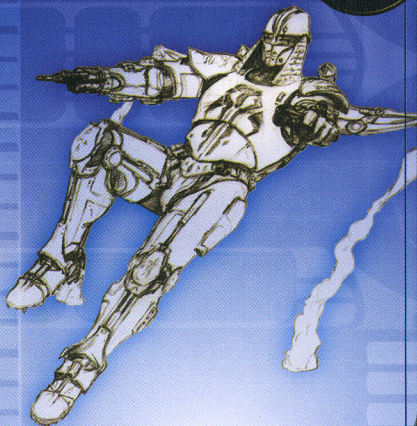
Double Attack (On its turn, this character can make 1 extra attack instead of moving)

Shields 2 (When this character takes damage, make 2 saves; each roll of 11 reduces the damage dealt by 10)

Wheel Form (This character can move up to 18 squares if it does not attack)



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Hit Points

100

Defense

19

Attack

+10

Damage

20

Special Abilities

Unique

Flight (Ignores enemy characters, low obstacles, and pits when moving)

Bounty Hunter +4 (+4 Attack against Unique enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Regeneration 10 (If this character doesn't move on his turn, remove 10 damage from him at the end of that turn)

Commander Effect

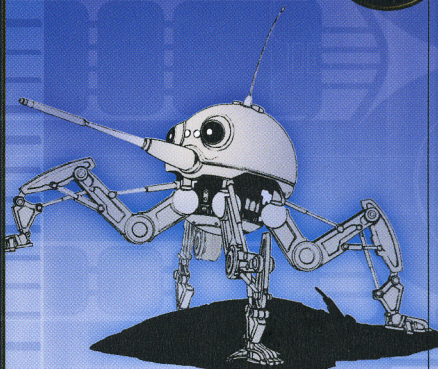
Non-Unique followers who end their move within 6 squares of this character gain

Momentum (If this character has moved this turn, it gets +4 Attack and +10 Damage against adjacent enemies)



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DWARF SPIDER DROID



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WARS**



DWARF SPIDER DROID

15

Hit Points

30

Defense

13

Attack

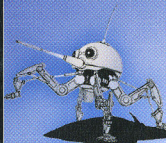
+6

Damage

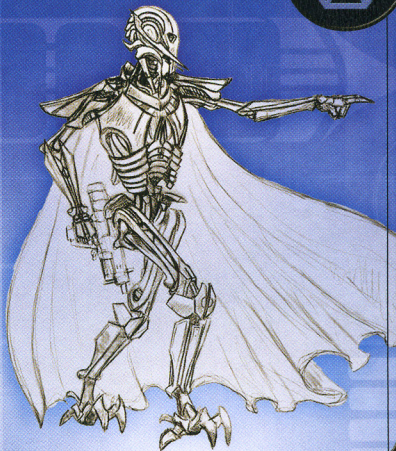
30

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)



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Hit Points

100

Defense

20

Attack

+12

Damage

20

Special Abilities

Unique

Cyborg (Counts as a Droid and a non-Droid; subject to critical hits and commander effects)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Force Powers

Force I

Commander Effect

Droids are subject to this effect:

Non-Unique Droid followers within 6 squares gain **Double Attack** (On its turn, this character can make 1 extra attack instead of moving)



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GEONOSIAN DRONE



**STAR
WARS**



GEONOSIAN DRONE

3

Hit Points

10

Defense

12

Attack

+1

Damage

10

Special Abilities

Melee Attack (Can attack only adjacent enemies)



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GEONOSIAN OVERSEER



**STAR
WARS**



GEONOSIAN OVERSEER

16

Hit Points

20

Defense

16

Attack

+4

Damage

10

Special Abilities

Flight (Ignores enemy characters, low obstacles, and pits when moving)

Melee Attack (Can attack only adjacent enemies)

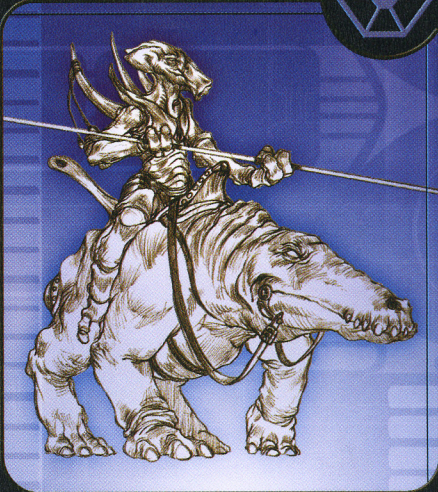
Droid Master (Non-Unique Droid characters within 6 squares gain **Double Attack** [On its turn, this character can make 1 extra attack instead of moving])



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**GEONOSIAN PICADOR
ON ORRAY**



**STAR
WARS**



**GEONOSIAN PICADOR
ON ORAY**

13

Hit Points

50

Defense

16

Attack

+5

Damage

10

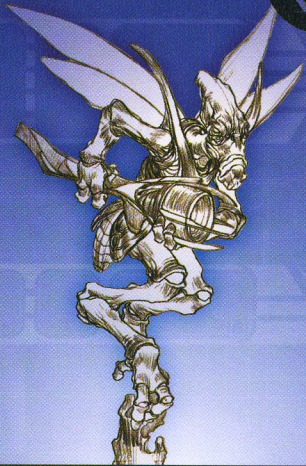
Special Abilities

Melee Attack (Can attack only adjacent enemies)

Vicious Attack (Triple damage instead of double on a critical hit)



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Hit Points

20

Defense

15

Attack

+2

Damage

20

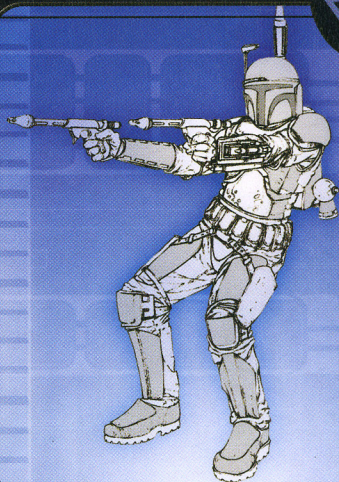
Special Abilities

Flight (Ignores enemy characters, low obstacles, and pits when moving)

Sonic Attack (An enemy attacked by this character cannot use Force powers for the rest of that turn)



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Hit Points

120

Defense

19

Attack

+13

Damage

20

Special Abilities

Unique

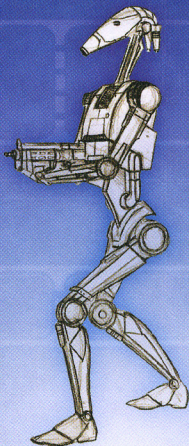
Flight (Ignores enemy characters, low obstacles, and pits when moving)

Bounty Hunter +4 (+4 Attack against Unique enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)



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Hit Points

20

Defense

13

Attack

+3

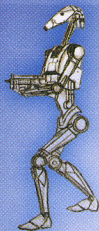
Damage

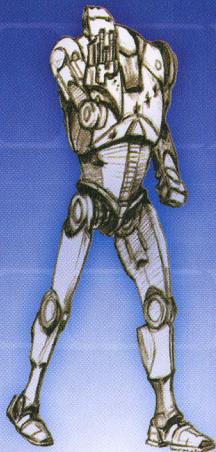
10

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Cunning Attack (+4 Attack and +10 Damage against an enemy who has not activated this round)


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172



10

Hit Points

20

Defense

12

Attack

+2

Damage

20



Special Abilities

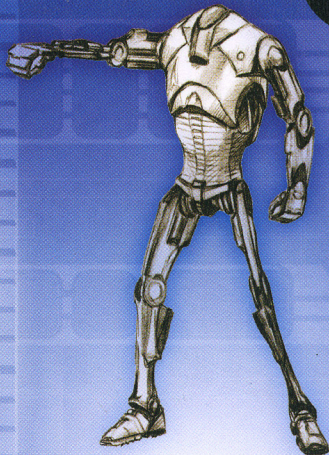
Droid (Immune to critical hits; not subject to commander effects)

Charging Fire (Replaces turn: This character may move up to 12 squares, then attack)

Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)

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SUPER BATTLE DROID



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WARS**



SUPER BATTLE DROID

10

Hit Points

20

Defense

12

Attack

+2

Damage

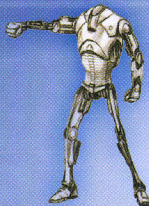
20

Special Abilities

Droid (Immune to critical hits; not subject to commander effects)

Charging Fire (Replaces turn: This character may move up to 12 squares, then attack)

Synchronized Fire (Droid characters who combine fire with this character grant +6 Attack instead of +4)



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Hit Points

40

Defense

16

Attack

+6

Damage

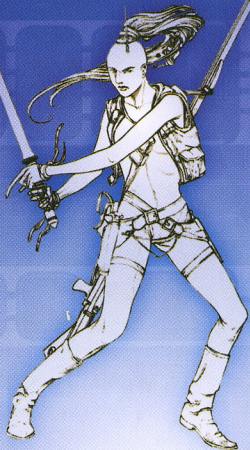
10

Special Abilities

Spotter 10 (If this character combines fire against a target within 6 squares, the attacker gets +10 Damage against that target)



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Hit Points

130

Defense

21

Attack

+11

Damage

20

Special Abilities

Unique

Accurate Shot (Can attack an enemy with cover even if it's not the nearest enemy)

Careful Shot +4 (On this character's turn, if she doesn't move, she gets +4 Attack)

Jedi Hunter (+4 Attack and +10 Damage against enemies with Force ratings)

Force Powers

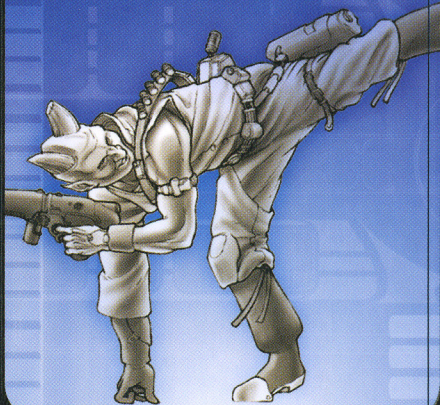
Force 2

Lightsaber Sweep (Force 1, replaces attacks: This character can attack each adjacent enemy once)



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DEVARONIAN BOUNTY HUNTER



STAR WARS™



DEVARONIAN BOUNTY HUNTER

12

Hit Points

30

Defense

15

Attack

+5

Damage

10

Special Abilities

Bounty Hunter +4 (+4 Attack against Unique enemies)

Double Attack (On his turn, this character can make 1 extra attack instead of moving)



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Hit Points

10

Defense

13

Attack

+2

Damage

10

Special Abilities

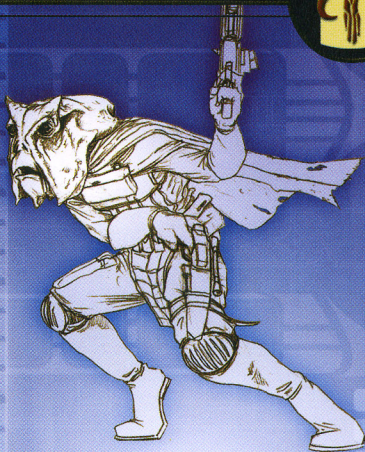
Melee Attack (Can attack only adjacent enemies)

Mobile Attack (Can move both before and after attacking, up to a total of 6 squares)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



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Hit Points

30

Defense

15

Attack

+6

Damage

10

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)
Evade (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)


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KLATOOINIAN ENFORCER



**STAR
WARS**



KLATOOINIAN ENFORCER

7

Hit Points

20

Defense

13

Attack

+1

Damage

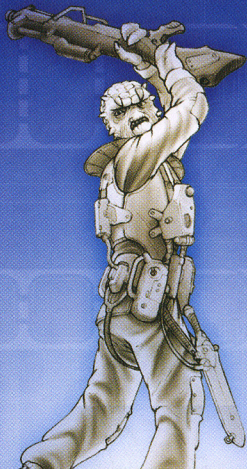
10



Special Abilities

Advantageous Attack (+10 Damage against an enemy who has not activated this round)

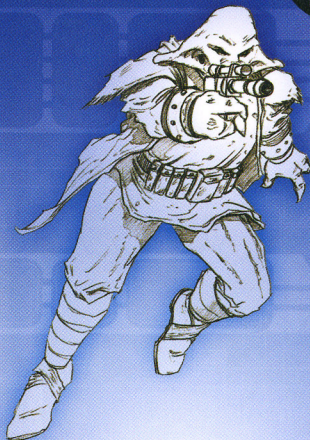
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Hit Points
10
Defense
14
Attack
+2
Damage
10
Special Abilities

Sniper (Other characters do not provide cover against this character's attack)


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Hit Points

40

Defense

15

Attack

+4

Damage

10

Special Abilities

Charging Fire (Replaces turn: This character may move up to 12 squares, then attack)

Deadeye (On this character's turn, if he doesn't move, he gets +10 Damage)

Stealth (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)


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RODIAN MERCENARY



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WARS**



RODIAN MERCENARY

9

Hit Points

20

Defense

16

Attack

+4

Damage

10

Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Mercenary (This character can move only if he cannot make an attack from his starting space)



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Hit Points

10

Defense

13

Attack

+5

Damage

10



Special Abilities

Double Attack (On his turn, this character can make 1 extra attack instead of moving)

Melee Attack (Can attack only adjacent enemies)

Mercenary (This character can move only if he cannot make an attack from his starting space)

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Hit Points

40

Defense

14

Attack

+6

Damage

10



Special Abilities

Melee Attack (Can attack only adjacent enemies)

Momentum (If this character has moved this turn, he gets +4 Attack and +10 Damage against adjacent enemies)

Quick Reactions (+6 Attack when making attacks of opportunity)

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Hit Points

90

Defense

19

Attack

+12

Damage

20

Special Abilities

Unique

Bounty Hunter +4 (+4 Attack against Unique enemies)

Kouhun Infestation (Replaces turn: 60 damage to 1 enemy within 12 squares regardless of line of sight; save II)

Loner (+4 Attack if no allies are within 6 squares)

Stealth (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)



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